/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

package exapplet;

/\*\*

\*

\* @author staff

\*/

import java.awt.\*;

import java.applet.\*;

public class NewClass extends Applet

{

// A Button to click

Button okButton;

// A textField to get text input

TextField nameField;

// A group of radio buttons

// necessary to only allow one radio button to be selected at the same time.

CheckboxGroup radioGroup;

// The radio buttons to be selected

Checkbox radio1;

Checkbox radio2;

// An independant selection box

Checkbox option;

public void init()

{

// Tell the applet not to use a layout manager.

setLayout(null);

// initialze the button and give it a text.

okButton = new Button("A button");

// text and length of the field

nameField = new TextField("A TextField",100);

// initialize the radio buttons group

radioGroup = new CheckboxGroup();

// first radio button. Gives the label text, tells to which

// group it belongs and sets the default state (unselected)

radio1 = new Checkbox("Radio1", radioGroup,false);

// same but selected

radio2 = new Checkbox("Radio2", radioGroup,true);

// Label and state of the checkbox

option = new Checkbox("Option",false);

// now we will specify the positions of the GUI components.

// this is done by specifying the x and y coordinate and

//the width and height.

okButton.setBounds(20,20,100,30);

nameField.setBounds(20,70,100,40);

radio1.setBounds(20,120,100,30);

radio2.setBounds(140,120,100,30);

option.setBounds(20,170,100,30);

// now that all is set we can add these components to the applet

add(okButton);

add(nameField);

add(radio1);

add(radio2);

add(option);

}

}